North Dakota Chess Association

Dedicated to Chess and Education
www.geocities.com/TimesSquare/maze/6756

Art Bayley Denudes Himself

"The Rest Of The Story"

[John Leibel] - A big headline in a recent issue of this newsletter ... A color picture in an even more august journal, the "Fargo Forum" ... It's nice to see our friend Art Bayley get some of the publicity and thanks which he well deserves for all the work he's done for local chess.

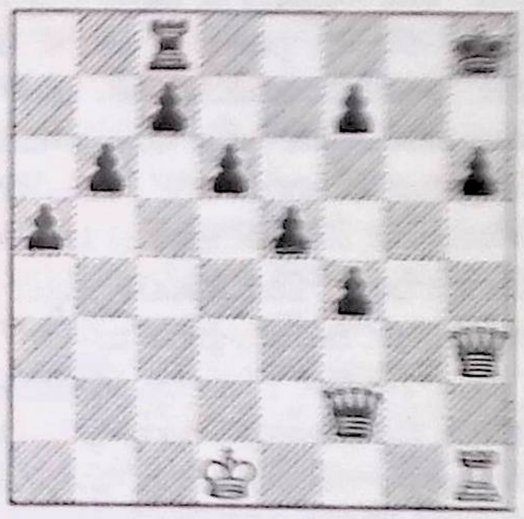
There's only one problem: no game scores! Neither article contained any of Art's notable brilliancies for the reader's edification. Well, I can soon rectify that, for Art once loaned me a notebook filled with some of his old postal games. Just let me go get it ...

What we're about to see is absolutely unique in my experience. I've played over many, many thousands of games during the past thirty-five years and never saw the like of it. In fact, the world chess record which Art establishes in this game cannot be surpassed! It may be equalled but never surpassed. Just you wait and you shall see ...

But first a disclaimer: Cover your eyes a little and stand well back, for this is real Class C chess! Please don't ask me, "Why did White do that?" or "Why didn't Black do that?" I wouldn't have the slightest idea. They were just crazy as coots, I guess, but the craziness produces a diagrammed position that must be seen to be believed. Don't peek yet!

69th N. American Tourney, CCLA
February 1966 to February 1967
W: Arthur W. Bayley, Harlowton, Montana (at that time)
B: Dr. John H. Weare, Burns, Oregon
Evans Gambit (sort of)

1.e4 e5 2.Nf3 Nc6 3.Bc4 Nf6 4.d3 Bc5 5.b4 Bxb4+ 6.c3 Ba5 7.O-O O-O 8.d4 d6 9.Bg5 Bg4 10.d5 Nb8 11.Db3 Nbd7 12.Re1 h6 13.Bh4 g5 14.Bg3 Ne5 15.Qe2 Bxf3 16.gxf3 Qd7 17.Kg2 Nh5 18.Rh1 Nf4+ 19.Bxf4 gxf4 20.Nd2 Kh7 21.Kf1 Rg8 22.h4 Rg7 23.Nb3 Bb6 24.Nxe5 Bxe5 25.Rb1 b6 26.Bb5 Qe7 27.Qa4 a5 28.Bd7 Kh8 29.h5 Rag8 30.Rb2 Rg5 31.Bg4 Qe8 32.Bd7 Qf8 33.Ke2 Rg2 34.Kf1 Qg7 35.Bg4 Rxg4 36.fxg4 Qxg4 37.Ke1 Qf3 38.Rf1 Qxc3+ 39.Rd2 Bb4 40.Qd1 Qb2 41.Ke2 Bxd2 42.Qxd2 Qb5+ 43.Ke1 Qb1+ 44.Ke2 Qxe4+ 45.Kd1 Qf3+ 46.Ke1 Qxd5 47.Qe3 Qe2 48.Rh1 Rc8 49.Qh3 Qe4+ 50.Kd1 Qxd5+ 51.Ke2 Qxa2+ 52.Kd1 Qa2



Now take a good look. Art has been denuded! For the moment Black is eight pawns up! He has all his, while White has none of his. This, of course, is the maximum pawn advantage possible. Unfortunately, Black has cleared away so many pawns that he's left himself wide open to ...

53.Qxh6+ Black Resigns (1-0)

It really isn't fair, is it? Black has captured all White's pawns. He loses his first, and the game goes right out the window with it! Fair, did I say? I'll bet Art didn't feel one bit guilty about pulling that one out of the fire! Thanks, Art, for your help in allowing us to enjoy this unique spectacle, and much happy pawn-shedding to you in the future!

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USCF News

'The World Focuses On Do-Or-Die Knock-Out Tournament At Caesars Palace'

[USCF Press Release] - The World Chess Championship is coming to the United States. The Federation Internationale des Echecs (FIDE) is hosting a seven-round knock-out tournament to determine the new World Chess Champion. This prestigious event will be held at Caesar's Palace in Las Vegas, Nev. Admission is free to the public.

One hundred of the top players from around the world will participate. Round One (July 31 and August 1) will have 72 players. The winners of those matches will join the 28 players seeded into Round Two. The matches are all two-game matches with faster time limit tie-break games if necessary. The semi-finals begin in Round Six and are four-game matches. The **Finals** begin on August 22 and is a six-game match.

"Like NCAA ('March Madness') basketball, the players 'win or go home' and the games will be intense" according to Executive Director Michael Cavallo of the USCF.

Former President Mikhail Gorbachev and International Olympic Committee President Juan Antonio Samaranch will be attending along with other celebrities for the exciting Opening Ceremonies on July 30. A special 800 number is being maintained to keep chess fans updated on the latest developments: 1-800-243-7748. For further information contact the USCF website **http://www.uschess.org** and **www.worldfide.com**.

NDCA Dues

NDCA dues are required of all chess players residing in North Dakota that play in USCF rated tournaments. Annual membership dues are $7 per year, or $5 for ages 18 and under. Please check the membership expiration date on your newsletter mailing label! Don't miss the next issue by letting your NDCA membership expire!

Dues, Chess Club Announcements, Tournament Announcements, game scores, and comments for the October 1999 newsletter should be sent to:

Brian E. Thompson
1257 North 3rd Street
Fargo, ND 58102-2726
or **brianethompson@yahoo.com**

Please remit dues by September 25, 1999 to allow time for processing. Materials submitted for inclusion in the October 1999 newsletter must be received by 5:00pm on September 30.

Chess Clubs

The **ChessNuts Chess Club** meets every Friday night at the downtown Moorhead Subway from 8:00 p.m. to midnight. There are no fees or dues of any kind. Club ratings are generated based on G/15 results. For more information, contact Brian Thompson at (701) 298-0602.

The **UND Chess Club** meets Wednesday nights at 7:00p.m. in the Mandan room of the Student Union Building. There are no fees or dues of any kind. The club is not meeting during the summer months, and should resume in early September. For more information, contact Dale Sailer at (701) 775-6692.

Tournament Schedule

1999 U.S. Summer Open - August 10 to 19, 1999 at The Riverside Hotel and Casino, Laughlin, Nevada. For more information contact:

Stan Vaughan
3612 N. Silver Sand Ct.
N. Las Vegas, NV 89030-1668
(702) 657-6121

2000 ND Closed -May 12-14, 1999 at the Doublewood Inn, Bismarck.

Friday (May 12): Speed Chess Round Robin Tournament. Registration from 7:00pm to 7:20 pm with the first round beginning at 7:30pm. EF: $1.00 (winner takes all prize fund). NDCA membership required. Unrated.

Saturday (May 13): North Dakota Championship Tournament. Register at the Friday night Speed Tournament, or from 8:00am to 9:00am Saturday. EF: $25.00, with a $5 discount to those staying at the Doublewood Inn (room number required for discount). Juniors (18 and under) and Seniors (55 and over) receive a $5 discount. Six round, Swiss System pairing.

Saturday: 10am (G/60M), 1pm (G/90M), 4pm (G/90M), 8pm (G/2H).

Sunday: 9am (G/2H), 2pm (G/2H).

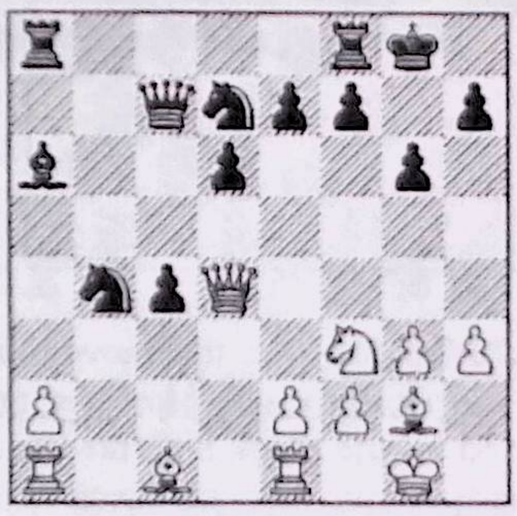
If all games in a round finish early, the directors will adjust the start times of the following rounds in order to finish each days' events as early as possible. One ½ point bye available for rounds 1 thru 5 (notify the director before the start of the first round). Both USCF and NDCA memberships required. For more information, contact Brian Thompson at (701) 298-0602.

Mike's Advice Corner

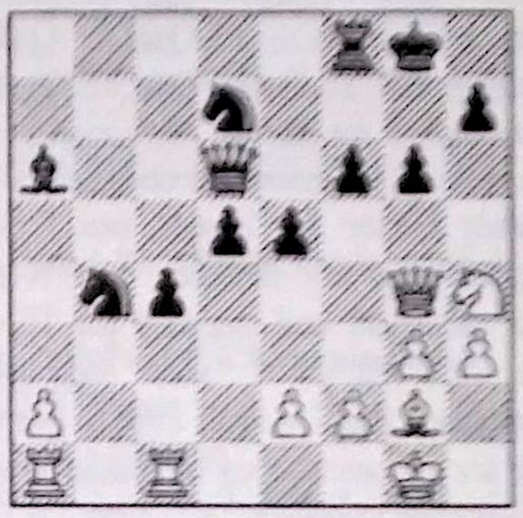
1999 Chicago Open - round 1
W: Mike Sailer (2223)
B: Calvin Blocker (2510)
1.d4 Nf6 2.c4 e5 3.d5 b5 (It was about at this time when I tried recalling the last time I faced the Benko in a tournament game. I couldn't remember, but I knew it had been a few years. I was pretty

certain my 2500 rated opponent had played a few Benko's since then. Thank goodness I tinkered around with the Benko on the internet this past year. I guess all the bad things I have ever said about internet chess I had to take back for this game.) **4.cxb a6 5.bxa g6 6.g3**

(I know the fianchetto variation of the Benko has a bad reputation, but I feel it might be the best way of combating the aggressive gambit. To me, it never made much sense for White to play the normal lines involving 6. Nc3 Bxa6 7. e4 Bxf1 8. Kxf1 d6 9. Nf3 Bg7 10. g3 O-O 11. Kg2. All White does is take 3 moves to castle and allow Black to clear the a and b files for the heavy artillery. I feel that White can always bring the g2 bishop back to f1 and swap bishops if things get too hairy on the queenside. Sure, it is a waste of time, but no worse than moving the king multiple times. Besides, most of the time, White doesn't need to perform this maneuver. And in many instances, Black has a hard time finding a home for the bishop on a6. The two most natural squares for the bishop are a6 and b7. However, both these squares interfere with Black's typical Benko counterplay on the a and b files.) **6...d6 7.Bg2 Bxa6 8.Nf3 Nbd7 9.h3** (Perhaps a bit premature. However, it is generally a necessary move for White in the Benko to prevent Black from transferring his knight to g4 and e5.) **9...Bg7 10.O-O O-O 11.Nc3 Nb6 12.Re1** (I later found out that this rook really belongs on d1.)**12...Nfd7 13.Qe2** (I was purposely allowing Black to win back the pawn by playing Bxc3. In theory, White is suppose to give back the sacrificed pawn if he can force the exchange of Black's dark-squared bishop. I might not repeat this strategy in future games. I didn't feel that the loss of Black's g7 bishop was all that critical.) **13...Qc7 14.b3** (Theory recommends White fiachettoing on the queenside in order to reduce Black's counterplay. There are obviously risks associated with this plan as well such as the now open a1 to h8 diagonal.) **14...c4** (Black is smart to try and break up White's queenside formation. If White is able to play Bb2, Black will just be down a pawn with very little compensation.) **15.b4 Bxc3 16.Qxc3 Nxd5 17.Qd4 Nxb4**

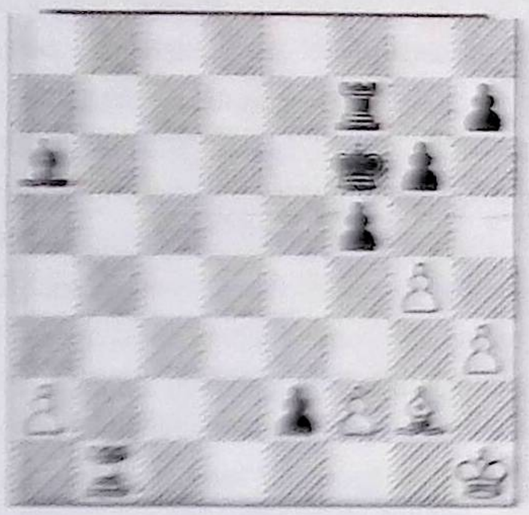


(I have to admit that I didn't think Black could get away with playing the text move. I felt that Black would not have enough compensation for the sacrificed exchange.) **18.Bh6 e5 19.Qh4 f6** (Black is wise to give up the exchange. Black's kingside becomes extremely uncomfortable if White's dark-squared bishop is kept on the board.) **20.Bxf8 Rxf8 21.Rec1** (I once heard a strong player comment that there are two types of chessplayers: One group of players feel more comfortable having an imbalance in pawn numbers. A second group feels more comfortable having an imbalance in rook and minor pieces. In other words, If I had to choose a position where I was a pawn up, or I was an exchange up, I personally prefer the exchange. I know of many players that have difficulties winning exchange up endgames and always prefer the extra pawn. Needless to say, I was more comfortable playing White's position here, regardless of Black's imposing queenside pawns. I felt that White could always sacrifice back the exchange in order to bust up the formation. At the same time, I would be willing to bet that Calvin Blocker was very comfortable with his game as well.) **21...d5 22.Qg4 Qd6 23.Nh4**

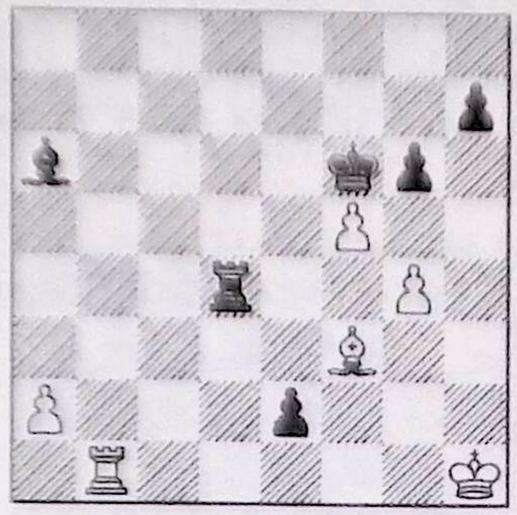


(I felt my best course of action was force Black to advance his kingside pawns forward. Although Black's king is in no danger right now, I had lofty visions of my rooks penetrating Black's position and swinging over to the kingside. I was never able to carry out my plan and it is the reason I was unsuccessful in the game.) **23...f5 24.Qg5 Kg7 25.Qd2** (If I had to pick one portion of the game in which I misplayed, it would have to be the past few moves. I never could figure out what to do with my queen. To this day, I'm still not sure where the queen belongs. I probably should have just left it where it was. I was never able to do anything productive with it on the queenside.) **25...d4 26.Rab1 Nd5 27.Qa5 e4 28.g4?** (At this point, my opponent had about 5 minutes left and I had about 10 minutes left. This move was a lemon. When your in the fourth hour of a tough game against a 2500 player, it is easy to make an inaccurate move. I'm really not sure what I was thinking. My last 3 moves have been geared towards the queenside. It really made no sense for me to even consider making such a weakening kingside move. Luckily, it wasn't a decisive mistake.) **28...Nf4** (A natural way of

with devastating force. I knew now that White would probably have to sacrifice back the exchange in order to eliminate this knight.) **29.Re2 d3 30.exd3 exd3 31.Rxb2 Ne2+ 32.Kh1 e3 33.Rxe2** (White really has no choice but to give back the exchange. Black's pawns have become too powerful.) **33...dxe2 34.Qxc3+ Qf6 35.Qd2 Qxh4 36.Qxd7+ Rf7 37.Qd4+ Qf6 38.Qxf6+** (I was down to about 30 seconds to reach move 40. I knew the endgame was probably better for Black, but I was going to take my chances that White could surround and capture the Black pawn on e2. I was definitely disappointed that I wasn't able to punish Black for advancing his kingside pawns forward.) **38...Kxf6**



39.b3 *This was most likely my losing move. I just didn't have any time to properly evaluate the position. Without this move, White has decent drawing chances. Black is now able to weaken White's kingside pawn formation. White has no way of defending the kingside pawns because of Black's pawn on the second rank.)* ***39...hxg4 40.hxg4*** *(I made my final move before time control with 2 seconds left. Thank goodness for the digital clock.)* ***40...Rd7 41.Bf3*** *(Unfortunately, it was at this point when I came to the determination that my game was just plain lost. The best White can do is trade off both kingside pawns for the monster on e2. However, this also leads to a lost endgame. My only real hope was to somehow liquidate a pair of* almost any endgame normally result in a goose-egg on the wall chart.) **41...Rd4 42.f5** (Desperately attempting to trade a pair of pawns. I if I could trade 2 pawns for 1 on the kingside, I just might be able to steal away the e2 pawn at the right moment. I was even considering the possibility of going into a rook vs. rook and bishop endgame. However, I overlooked a really nice move on my opponents part.)



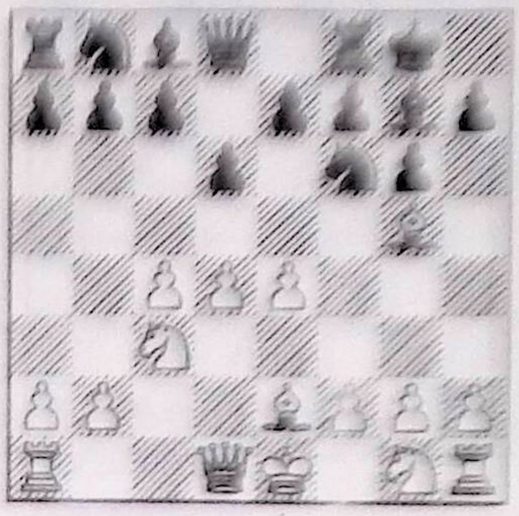
42...Bb7 (I had seen this move didn't work just one move ago. However, once I played f5, the Black king now had a hiding spot from my rook check. I had failed to realize the slight difference in the two positions. A typical losing mistake. Oh well, chalk up another loss as a tough learning experience.) **43.White Resigns (0-1)**

'Check' It Out

'Appearances Can Be Deceiving'

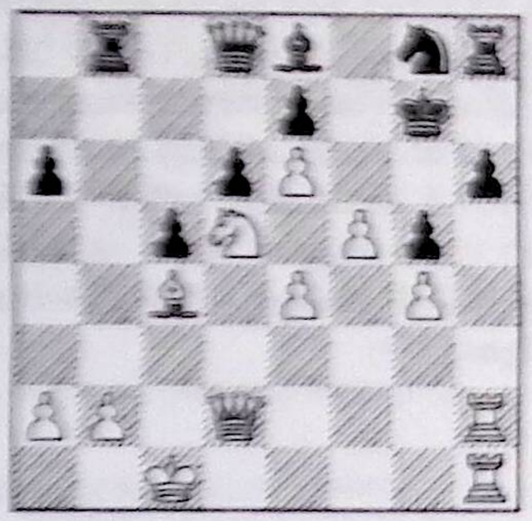
[John Kasper] - The following is a fourth round game at the 1999 Chicago Open in the "under 2000" section. I sat down across the board from a kindly looking gentleman who looked like he might have just been at the park with his grandchildren...

W: Thomas J. Harris (1916)
B: John Kasper (1766)
1.d4 Nf6 2.c4 g6 3.Nc3 Bg7 4.e4 d6 5.Be2 O-O 6.Bg5 *(My record against this variation [the Averbakh] is perfect in tournament, skittles, and blitz games: all losses!)*

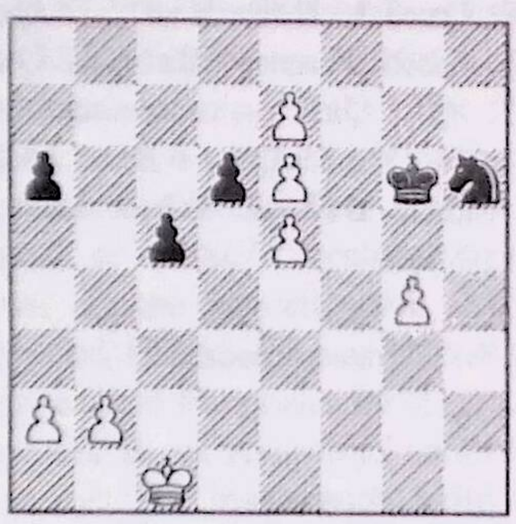


6...c5 (This is probably Black's most common response. Other reasonable tries are 6...Nbd7 and 6...h6. Do not play 6...e5? here [yes, I've lost that way too] due to 7.dxe5 dxe5 8.Qxd8 Rxd8 9.Nd5 and Black can start hoping for a better result next round.) **7.d5 Bd7** (More usual here is 7...h6, 7...e6, or the Benko-like 7...b5. I had just recently lost a game to Mike Sailer attempting the last line, and the text was my own never-to-be-repeated attempt to play ...b5 after the preparatory ...Na6-c7 and ...a6. This would avoid sac-ing the b pawn but proves too slow.) **8.Qd2 Na6 9.h4** (White quickly strikes on the Kside, and Black realizes that his opponent has ideas of O-O-O, freeing himself for a Kside pawn storm and h file opening. Black could here consider 9...h5, trying to slow White down, although it weakens Black's Kside and White could still break after preparing f3 and g4.) **9...Nc7 10.h5 a6** (Here 10...b5 would likely be more effective, given White's uncastled King and relative under-development. Black must assume opposite side castling at this point and speed is essential! Note that an earlier ...h6 as discussed above, while weakening the Kside somewhat, would have given Black the option of ...g5, keeping the h file closed.) **11.hxg6**

Ng6 12.Nh4 Qe8 (Same moves such as this are easily. The struggle for the initiative, an important factor in every game, becomes even more crucial here as White already has an open file to Black's king.) 13.0-0-0 h5 14.h3 hxe4 (Or he would force 15.Nh4 and White's knight would be awkward for a time. But he would unravel his pieces eventually and meanwhile Black would not be able to force open any Qside lines. Now how White avoided exh5 and keeps as many lines closed as possible on the Qside.) **15.Bhe6 Nh5 16.Bxg7 Kxg7 17.g4 Nf4 18.Hg5 Rh8 19.Rh2 h6** (This is weakening, and overlooks White's natural, strong reply.) **20.Rdh1 Ng8 21.f4 Qe8 22.f5 Rb8 23.Bxe4 Be8 24.Ne6+ Nxe6 25.dxe6 g5 26.Nd5 Qd8**



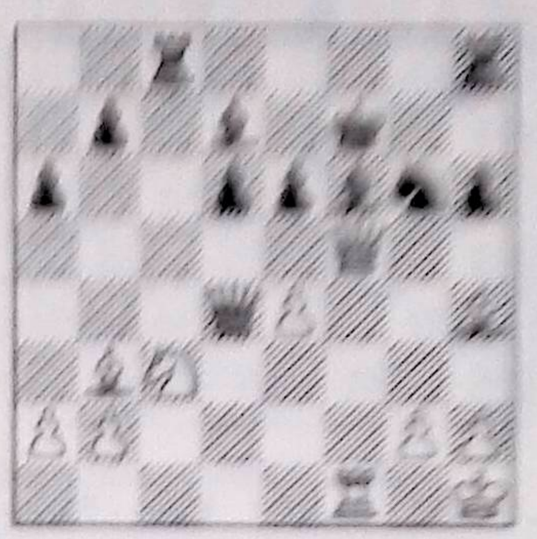
27.Rxh6! (An excellent move, and the decisive breakthrough comes on the deadly h file. From here on White's moves are all winning, although there are some occasions when other moves also win. For anyone who is interested, I've given some of the possible variations.) **27...Rxh6** (Also losing: 27...Nxh6 28.Qxg5+ Kf8 29.Rxh6 Rg8 [29...Rxh6 30.Qxh6+ Kg8 31.f6! exf6 32.e7 Kf7 33.Ne7+ Kxe7 34.Qg7+ Bf7 35.Qxf7++] 30.Rf6+! exf6 [30...Bf7 31.Rxf7+ Ke8 32.Qxg8++] 31.Qh6+ Kg7 32.e7+ Qxe7 [32...Kg8 33.Nxf6++] 33.Nxe7 Kxe7 34.Qxg7+ Kd8 35.Qxf6+ Kc7 36.g5 1-0) **28.Qxg5+ Kh7** (Both 28...Kf8 and 28...Kh8 fail identically: 29.Rxh6 Nxh6 30.Qxh6+ Kg8 31.f6! exf6 32.e7 Kf7 33.Nc7+ will mate. Other tries also fail: 28...Rg6 29.fxg6 Bxg6 30.Nf4 Qe8 31.Nh5+ Kh8 32.Nf6+ Kg7 33.Rh7+ Kf8 34.Nd7++ 1-0; 28...Bg6 29.Rxh6 Qe8 30.Rxg6+ Qxg6+ 1-0) **29.Rxh6+! Nxh6 30.f6** (The White pawn mass makes itself felt. If now 30...exf6 31.Nxf6+ mates or wins the Black queen. I really hate the Averbakh!) **30...Bg6 31.Nxe7 Qe8 32.Bd3** (This move prepares to open a final, fatal line to the Black king. Also winning is 32.f7 Bxf7 33.exf7 Nxf7 34.Qg6+ Kh8 35.Qf6+ Kh7 36.Bxf7 will mate. Another way is 32.Nf5 Nxf5 33.exf5 Rb7 34.fxg6+ Qxg6 35.Qxg6+ Kxg6 36.e7 Rb8 37.f7 1-0 Yes, I used my computer extensively to search variations!) **32...Rb7** (Also losing is 32...Ng8 33.Nxg6 Nxf6 34.e5 and mate will follow.) **33.e5 Rxe7 34.Bxg6+ Qxg6 35.Qxg6+ Kxg6 36.fxe7**



(And so Black's extra piece is useless and White's tripled, isolated pawns shield off the black king and will Queen. Watch out for those grandfatherly types!) **36...Black Resigns (1-0)**

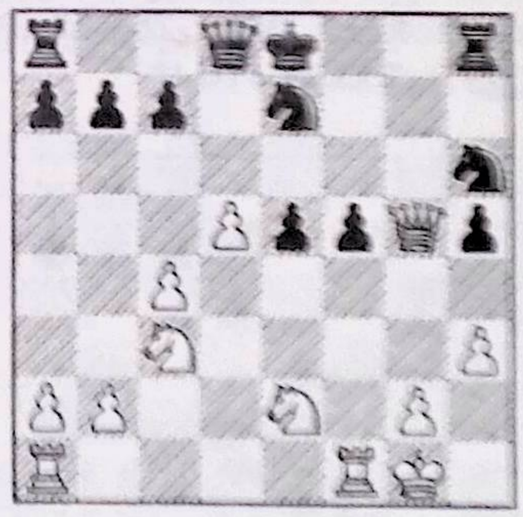
Featured Games

1996 ND Postal Championship
W: John Allensworth
B: Doug Berger
1.e4 c5 2.d4 cxd4 3.c3 dxc3 4.Nxc3 Nc6 5.Nf3 d6 6.Be4 a6 7.0-0 Nf6 8.Bg5 e6 9.Qe2 h6 10.Bf4 g5 11.Be3 Ng4 12.Bd2 Nge5 13.Nxe5 Nxe5 14.Bb3 Bd7 15.Qh5 Bg7 16.f4 gxf4 17.Bxf4 Qb6+ 18.Kh1 Ng6 19.Bg3 Rc8 20.Rxf7 Kxf7 21.Rf1+ Bf6 22.Bh4? (22.e5 dxe5 23.Bxe5 is the better way to pressure the pinned bishop.) **Qd4 23.Qxf6?**



23...Nxh4 24. White Resigns (0-1)

1996 ND Postal Championship
W: Cliff Berger
B: Chris Mulligan
1.d4 g6 2.c4 Bg7 3.Nc3 d6 4.e4 Nc6 5.Be3 e5 6.d5 Nce7 7.Bd3 h5 8.Nge2 Bh6 9.Qd2 Bd7 10.0-O Bxe3 11.Qxe3 f5 12.f4! Nh6 13.fxe5 dxe5 14.exf5 Ng4 15.Qg5 Bxf5 16.Bxf5 gxf5 17.h3 Nh6



18.Qg7! Nf7 19.Ne4 fxe4 20.Qxf7+ Kd7 21.Qe6+ Ke8 22.Qxe5 Rh6? 23.Qg7 Rg6 24.Rf8+! Kd7 25.Rxd8+ Rxd8 26.Qe5 Rdg8 27.Nf4 Black Resigns (1-0)

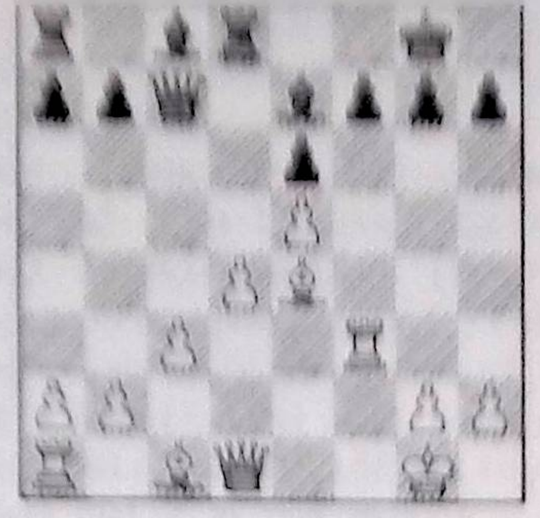
1996 ND Postal Championship
W: Todd Wolf
B: Rick Case
1.e4 c5 2.Nf3 d6 3.d4 cxd4 4.Nxd4 Nf6 5.e3 Nxe4 6.Qf3 d5 7.Bd3 Nf6 8.Bg5 Nbd7 9.O-O e6 10.Re1 Be7 11.Nd2 O-O 12.Qh3 g6 13.nxe6?! Fxe6 14.Qxe6+ Rf7 15.Qe3 b6 16.Nf3 Bb7 17.Nh4 Bc5 18.Qd2 Qf8 19.Bh6

18...Bxf2+! 20.Kh1 Bxe1 21.Rxe1 Ne4! 22.Bxf8 Nxd2 23.Bh6 Ne4 24. White Resigns (0-1)

1996 ND Postal Championship
W: Brian Thompson
B: Brent Askvig
1.d4 Nf6 2.Nf3 e6 3.Bf4 b6 4.e3 Bb7 5.Bd3 Be7 6.h3 c5 7.c3 O-O 8.Nbd2 d6 9.Qe2 Nbd7 10.O-O Rc8 11.Ne4 Bd8 12.Qxd3 d5 13.Ne5 Cxd4 14.exd4 Re8 15.Rfe1 Nxe5 16.Bxe5 Bd6 17.Bb5? Rf8 18.Bd3 Qe7 19.Qg3 Bxe5 20.Rxe5 Nd7 21.Rh5 Nf6 22.Qg5 Rc7 23.Rh4 Ne4?

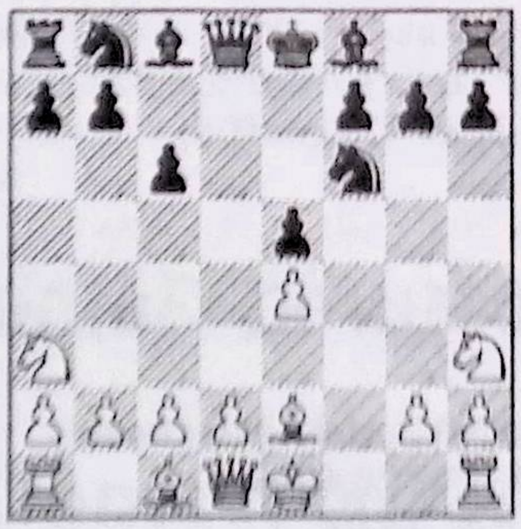
24.Qxe7 Rxe7 25.Bxe4 dxe4 26.Rxe4 Rd8 27.Rae1 b5 28.f4 Kf8 29.f5 Black Resigns (1-0)

Internet Chess Club
July 25, 1999
W: Tweed
B: johnk
1.d4 d5 2.e3 Nf6 3.Bd3 e6 4.Nd2 c5 5.c3 Nc6 6.f4 Be7 7.Ngf3 O-O 8.Ne5 Ne4 9.Nxe4 dxe4 10.Bxe4 Qc7 11.O-O cxd4 12.exd4 Rd8 13.Rf3 Nxe5 14.fxe5



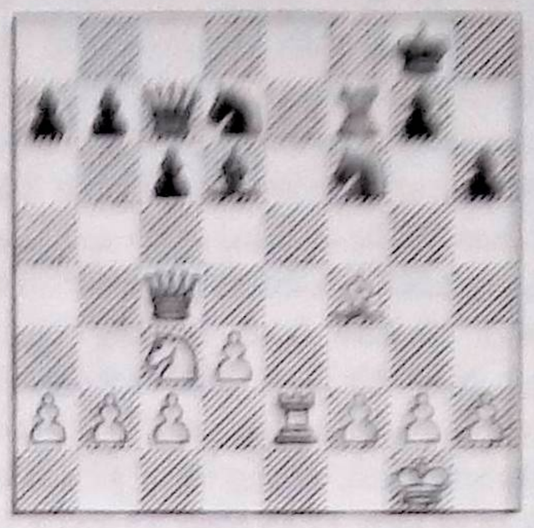
14...Qxe5! 15.Qe1 Qc7 16.Bf4 Qb6 17.Rb1 Bd6 18.Bxh7+ Kxh7 19.Rh3+ Kg8 20.Qh4 Kf8 21.Qh8+ Ke7 22.Bg5+ Kd7 23.Qxg7 Rf8 24.Rh8 Rxh8 25.Qxh8 Kc6 26.Qg7 Qc7 27.Rf1 Bxh2+ 28.Kh1 Bd6 29.Rxf7 Qb6 30.Qg6 Qxb2 31.Qe4+ Kb6 32.Rf1 Qxc3 33.Bd8+ Ka6?! 34.Qe2+ b5 35.a4 Bd7 36.axb5+ Bxb5 37.Qa2+ Ba3?! (37...Qa3 is more accurate.) 38.Qxe6+ Qc6 39.Qxc6+ Bxc6 40.Bf6 Rf8 41.Rf5 Be7 42. White Lost on Time (0-1)

1999 ND Closed - round 2
May 22, 1999
W: William Lipp
B: David Thompson
1.f3 e5 2.Nh3 Nf6 3.e4 d6 4.Bb5+ c6 5.Be2 d5 6.Na3 dxe4 7.fxe4



7...Bxh3 8.gxh3 Nxe4 9.d3 Qh4+ 10.Kf1 Qf2++ (0-1)

1999 ND Closed - round 3
May 22, 1999
W: Brian Thompson
B: Dave Koch
1.e4 d5 2.exd5 Qxd5 3.Nc3 Qa5 4.Nf3 Qe7 5.Nd4 Bxf2 6.Be2 Bc5 7.Nxc6 bxc6 8.Qxf2 Bb7 9.Nd4 Bxe2 10.Qxe2 Ne7 11.Rd1 O-O 12.Nxe6! fxe6 13.Qxe6+ Kf7 14.Bg5 Nbd7 15.Re2 Rae8 16.Qc4 Rhf8 17.Rae1 Rxe2 18.Rxe2 h6 19.Rf4 Rd6?

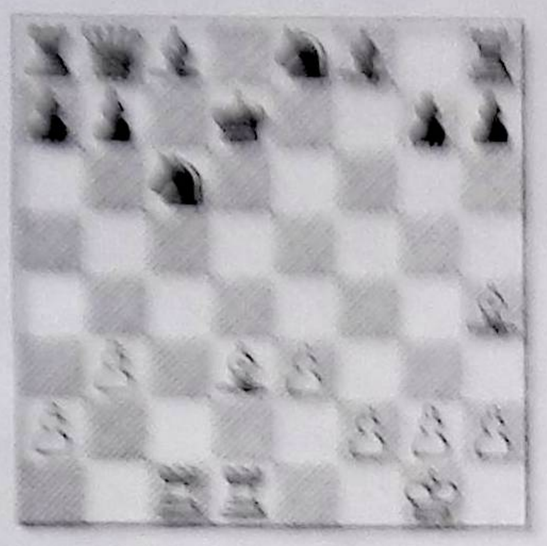


20.Re7! Ne5 21.Qxf7+ Nxf7 22.Rxc7 Bxf4 23.Rxb7 Bc1 24.b3 Bb2 25.Ne2 Nd5 26.Rxa7 Kf8 27.c4 Nb4 28.d4 Ke8 29.a4 g5 30.Rb7 Nc2 31.a5 Nxd4 32.Nxd4 Bxd4 33.a6 Nd6 34.a7 Bxa7 35.Rxa7 Kd8 36.Rh7 Nf5 37.b4 Kc8 38.b5 cxb5 39.cxb5 Kb8 40.b6 Kc8 41.g4 Nd4 42.Rxh6 Kb7 43.Kf1 Black Resigns (1-0)

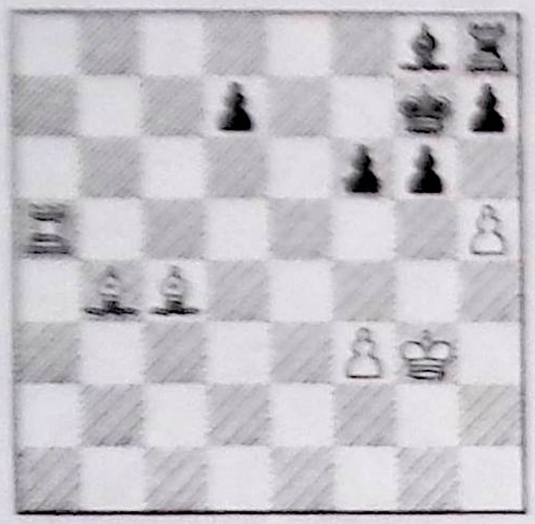
Tactics Teasers

In the following positions, can you find the best move?

A. White to play and mate in 2.



B. White to play and mate in 2.



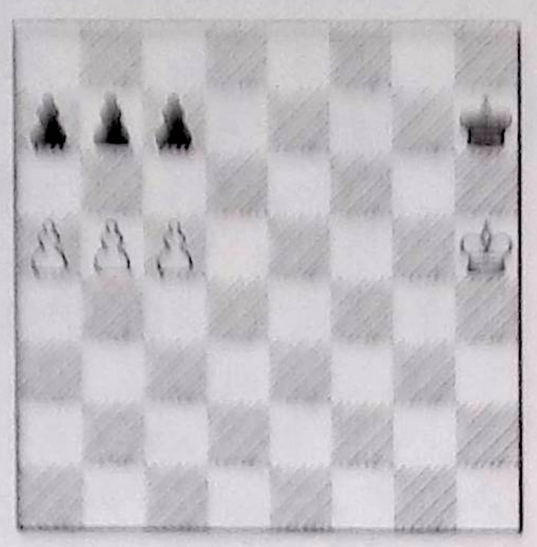
C. White to play and mate in 2.

Answers to Tactics Teasers:

A) 1.Qxe6+ fxe6 2.Bg6++
B) 1.Bf5+ Kc7 2.Bd8++
C) 1.h6+ Kxh6 2.Bf8++

End Game Analysis

[Brian Thompson] - Sometimes what seems to be a dead, drawish position has real dynamic potential in the ending. In the following position there are only pawns and kings remaining on the board. The pawns are even (three each for White and Black) and they are balanced (they are on the same files ... no passers). The kings are in opposition, distant from the pawn clusters. White has the move, but with no pieces to check Black's king or harry his pawns, is there a way to play for the win, or should a draw be offered?



If White tries 1.Kg5 Kg7 2.Kf5 Kf7 3.Ke5 Ke7 4.Kd5 Kd7 he doesn't seem to be making any progress. The black king is able to prevent White from threatening the pawns. The kings are said to be "in opposition" and it will be difficult for White to claim an advantage using this idea from the above position.

There is a win for White in the given position beginning with **1.b6!** Now Black must capture the b pawn. Any other move would allow White either 2.bxa7 or 2.bxc7, creating a passed pawn on the seventh rank. If that happened, Black's king would be too far away to stop the passer from queening. However Black recaptures the b pawn, he is lost. For instance, **1...cxb6 2.a6!** Again, the pawn must be taken, or it will queen! **2...bxa6 3.c6** There is no stopping the c pawn from becoming a queen. White will use his new queen to capture Black's remaining pawns and then assist in checkmating the black king.

The same idea works for White if Black plays **1...axb6** (work it out over the board for yourself).

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Post Mortem

[Brian Thompson] - In order to be published, all correspondence must include the member's name. Material will be included as space allows, and may be edited to fit the space that is available.

My thanks to John Kasper of Grand Forks, ND for submitting a fine column containing some excellent analysis. I look forward eagerly to his next contribution!

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